**VRDragon**

**Core Mechanics:**

**Team Members:**

Zenan is good with Blender and 3D designs; he will be the lead designer for the project.

Erin is good with Unity and VR controls; she will be the lead developer implementing the core mechanics of the VE.

Mike is new with Unity, he will involving more with the design of the virtual environment and other areas of the project when needed

Zenan and Erin have prior Unity, VR, and Blender experience, and will have overlapping coding and design roles as the team sees fit.

**Selling Points:**

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